

GAME BOY ADVANCE

AGB-B6AE-USA

DOUBLE
THE FUN!
2 games
in one!

SPY HUNTER

SUPER
SPRINT

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

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INTRODUCTION

Long live the golden age of arcades! Take a walk down memory lane, or experience these gems for the first time, as the classic titles Spy Hunter® and Super Sprint™ have been faithfully recreated for the Game Boy® Advance!

HISTORY

Spy Hunter® History - Spy Hunter® is one of the most celebrated classics in video game history. It was one of the first games to mix driving and shooting. The game, released in arcades in 1983, came in both a stand-up arcade unit and a sit-down unit, although the latter was much more rare.

Super Sprint™ History - Super Sprint™, which was originally released in 1986, was one of the first full color multiplayer racing games in arcades. It included three actual steering wheels and pedals on the arcade machine for up to three players to compete with each other and at least one computer drone. Super Sprint™ was preceded by a black & white version of the game, simply called Sprint.

GETTING STARTED

Correctly insert the Spy Hunter® and Super Sprint™ Game Pak into your Game Boy® Advance system. Switch the Game Boy® Advance on. The title screen should appear. If the title screen fails to appear, return to step 1.

WARNING : Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

TITLE SCREEN



Press START from the Title Screen to begin the game.

MAIN MENU

Spy Hunter® and Super Sprint™ are all readily accessible from the Main Menu.

MAIN MENU CONTROLS	ACTIONS
Control Pad Up	Choose Spy Hunter®
Control Pad Down	Choose Super Sprint™
Control Pad Left	Choose Spy Hunter®
Control Pad Right	Choose Super Sprint™
A Button	Start Selected Game
B Button	Not Available
L Button	Not Available
R Button	Not Available
START	Start Selected Game
Select	Not Available

SPY HUNTER

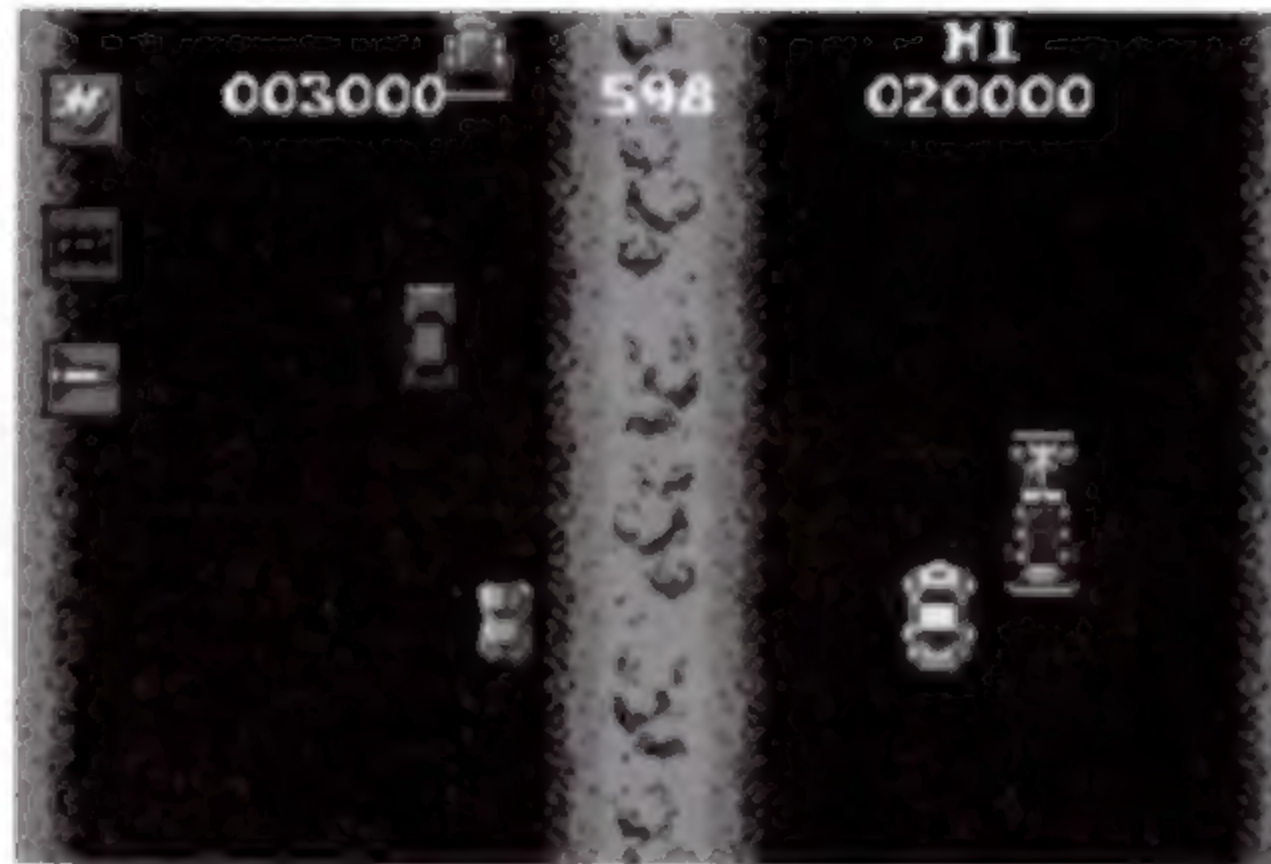
Upon selection of Spy Hunter® from the main menu, you are taken to Spy Hunter® main game.

Press START to begin the game.



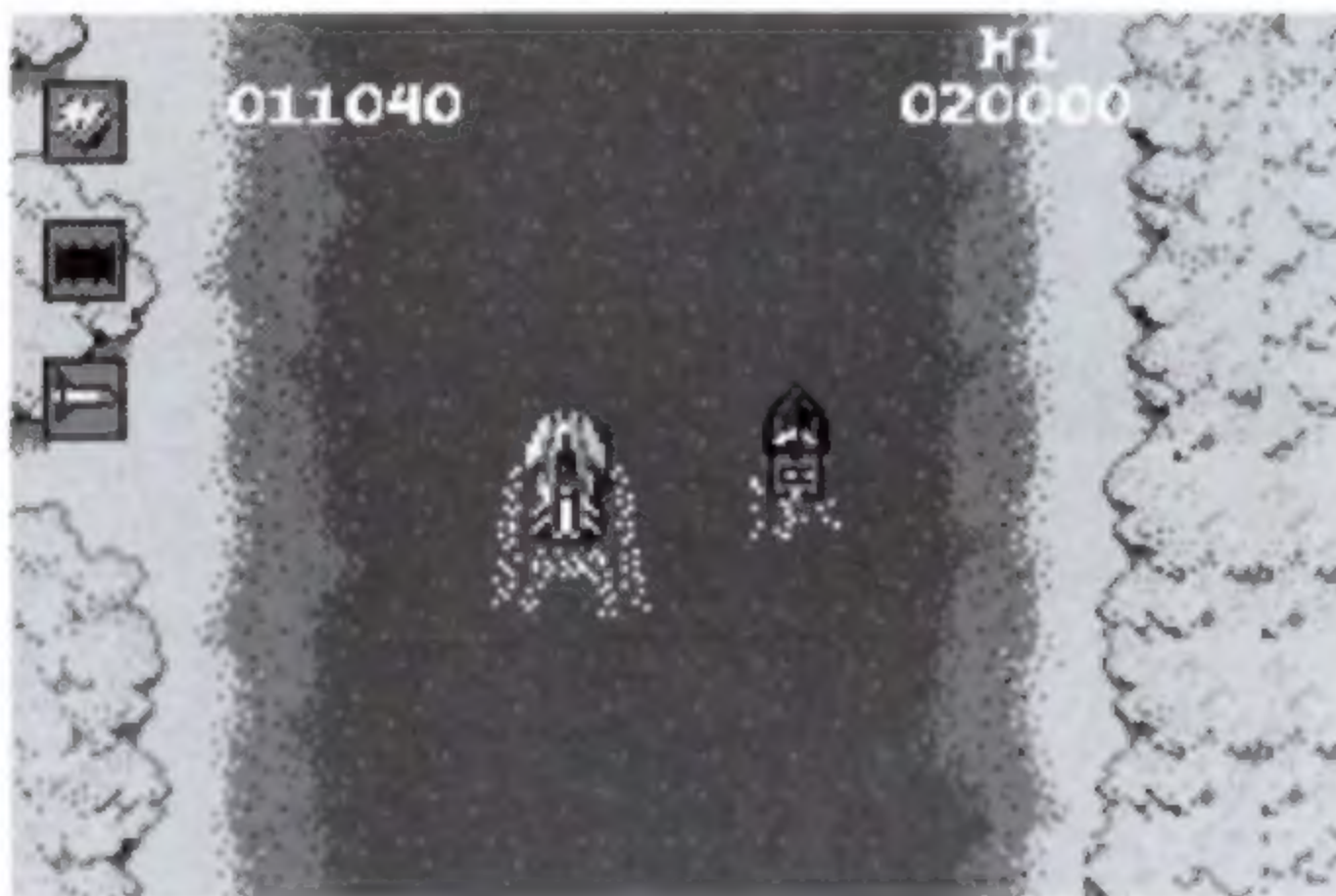
SPY HUNTER®: THE GAME

In Spy Hunter®, players compete for the high score by destroying enemies and driving as far as possible while keeping themselves alive. Points are scored for defeating foes and are awarded for every length of road the player travels. The road, which has twists and breaks, always goes forward. The player will accelerate forward, and can switch between Lo and Hi gear for the necessary speed.



As you drive, you will encounter several types of enemy vehicles.

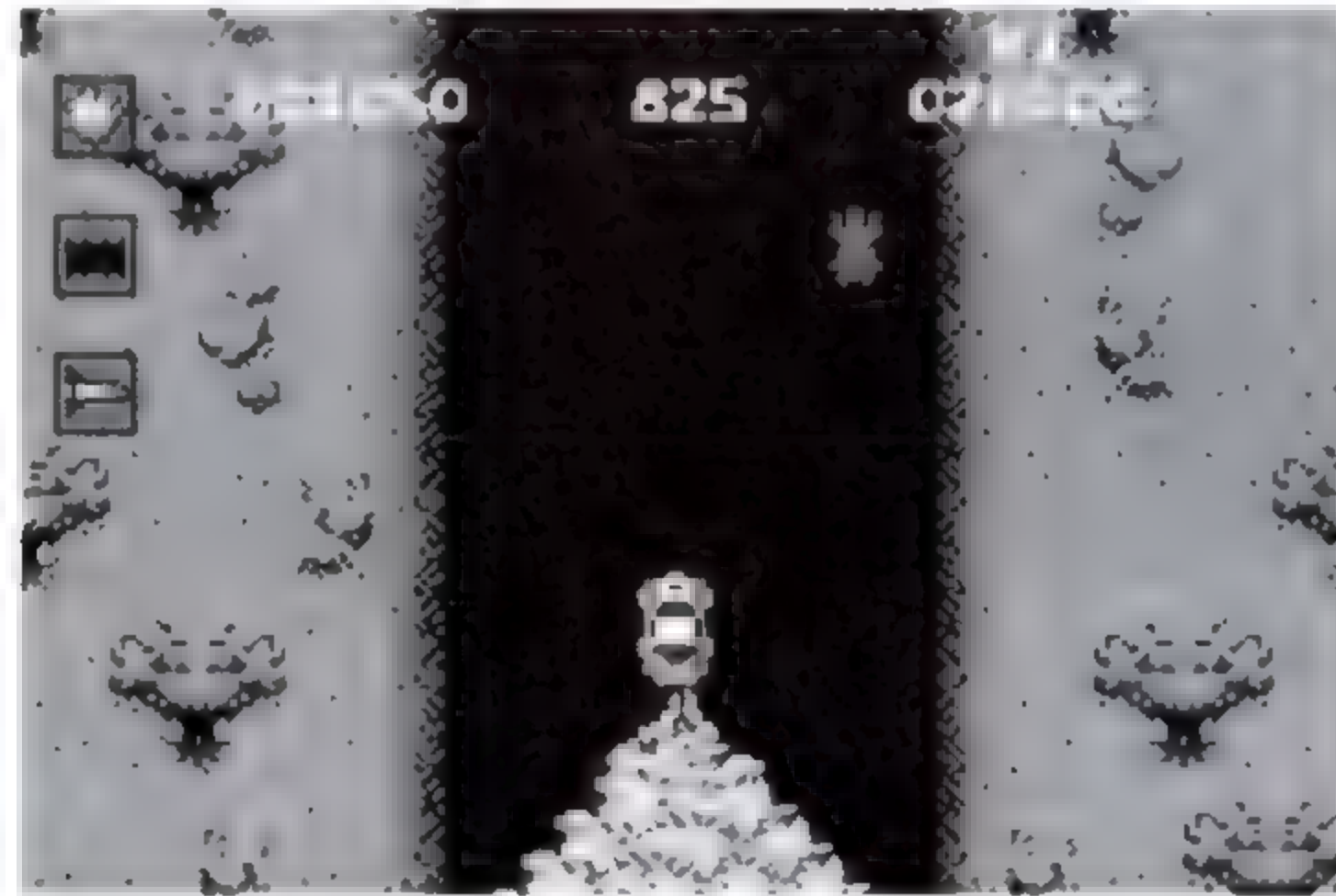
- **The Road Lord** (Bullet Proof Bully) cannot be defeated by standard bullets. You must use special weapons or force them off the road.
- **Switch Blade** (Never to be Trusted) has blades which cause your car to crash if rammed from the side.
- **The Enforcer** (Double Barrel Action) will get beside your car and fire a double barrel shotgun, eventually causing the player to crash.
- **The Mad Bomber** (Master of the Sky) is a helicopter that drops bombs. Avoid it long enough and it will fly away, or use missiles to blow it up.
- Watch out for pedestrian cars and motorcycles! Damaging them will temporarily disable your scoring.



At certain times, you are given the option to leave the road and continue your mission on the water. You have the same abilities as a boat, but instead of the three hostile cars, you will find yourself facing two enemy boats:

- **The Barrel Dumper** drops deadly depth charges as it cruises in front of you.
- **Doctor Torpedo** can fire torpedoes from behind you.

Game play occurs in two phases. The first is an infinite-life period driven by a timer. After the time runs out, the game continues until you run out of lives. You can gain extra lives when you hit 10,000 points, then at 30,000, and then every additional 30,000 points after that.



Your car has several weapons you can use to defend themselves from the onslaught of the enemy agents.

- **Machine Guns** - Your default weapon; these guns never run out of ammo and can take out many obstacles in front of you.
- **Oil Slick** - A trail of oil is created behind the car that will cause any vehicles that get caught in it to lose control and crash.



- **Smoke Screen** - This will leave a trail of smoke behind your car that will slow down any vehicles that were following it.
- **Missiles** - These heat-seekers are the only way to take out the pesky bomb-dropping Mad Bomber helicopters.

While you always have machine guns, the other weapons must be picked up from red Weapon Trucks that appear during the game. These trucks maneuver in front of you and drop a ramp for entry. The trucks pull over and you are released with a new weapon. These weapons have a limited number of uses, so you should use them wisely.

SPY HUNTER[®]: ONSCREEN INFORMATION

Information displayed onscreen is as follows:

- Timer (and extra lives) are shown in the center top of the screen
- Current score is shown to the left of the timer

- Hi Score is shown to the right of the timer
- Special weapons, including whether they're equipped or selected, are shown on the upper-right side of the screen.

SPY HUNTER[®]: CONTROLS

GAME CONTROLS	ACTIONS
Control Pad Up	Hi Gear
Control Pad Down	Low Gear
Control Pad Left	Move Left
Control Pad Right	Move Right
A Button	Acceleration
B Button	Fire Machine Gun
L Button	Switch Special Weapon
R Button	Fire Special Weapon
START	Pause
Select	Not Available

SUPER SPRINT™

Upon selection of Super Sprint™ from the main menu, you are taken to Spy Hunter™ main game.

Press START to begin the game.

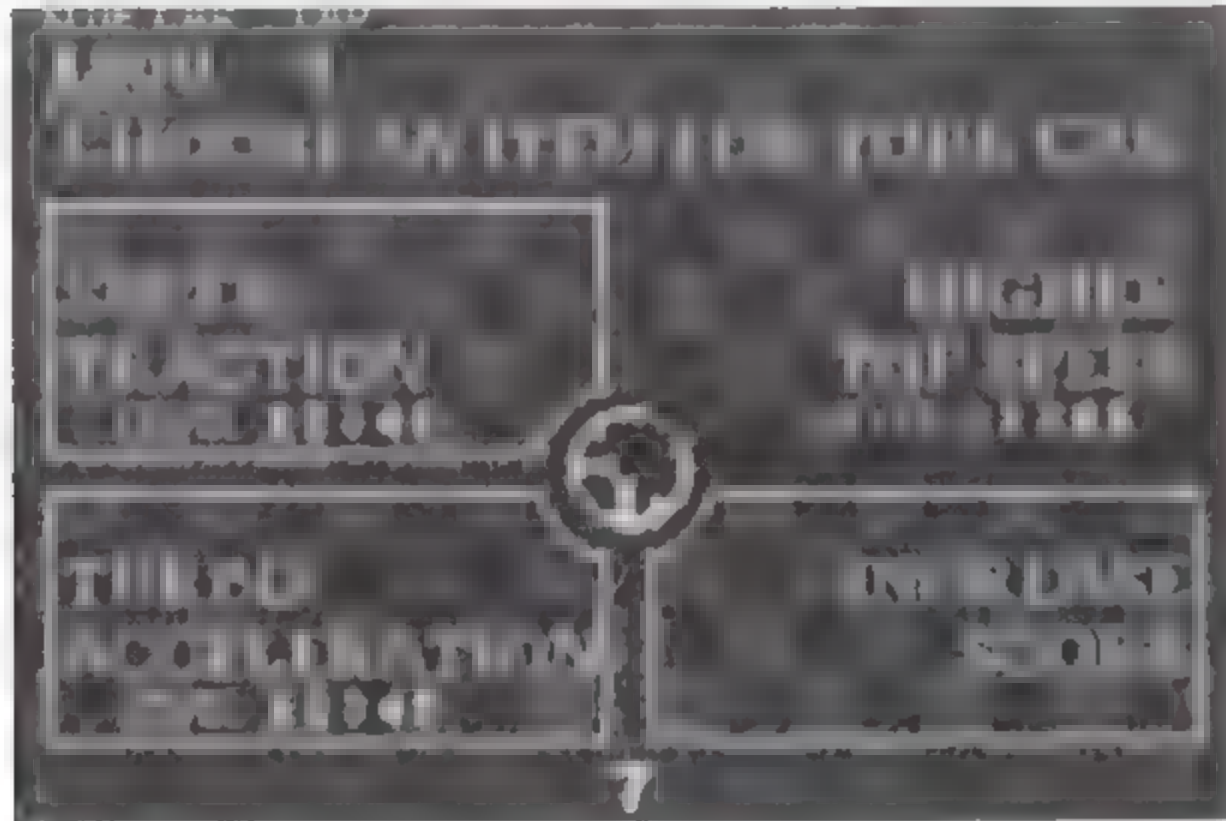
SUPER SPRINT™ : THE GAME

Super Sprint™ allows players to get in the driver's seat of a race car and go at it with three opponents to see who is the best driver! Players will race on eight different tracks, some of which are simple and some which are much more difficult. The first driver to complete four laps around the track is declared the winner. The position the other cars are in at that time determines their ranking.

You can choose which track to start on to begin the game. The game will pick subsequent tracks.



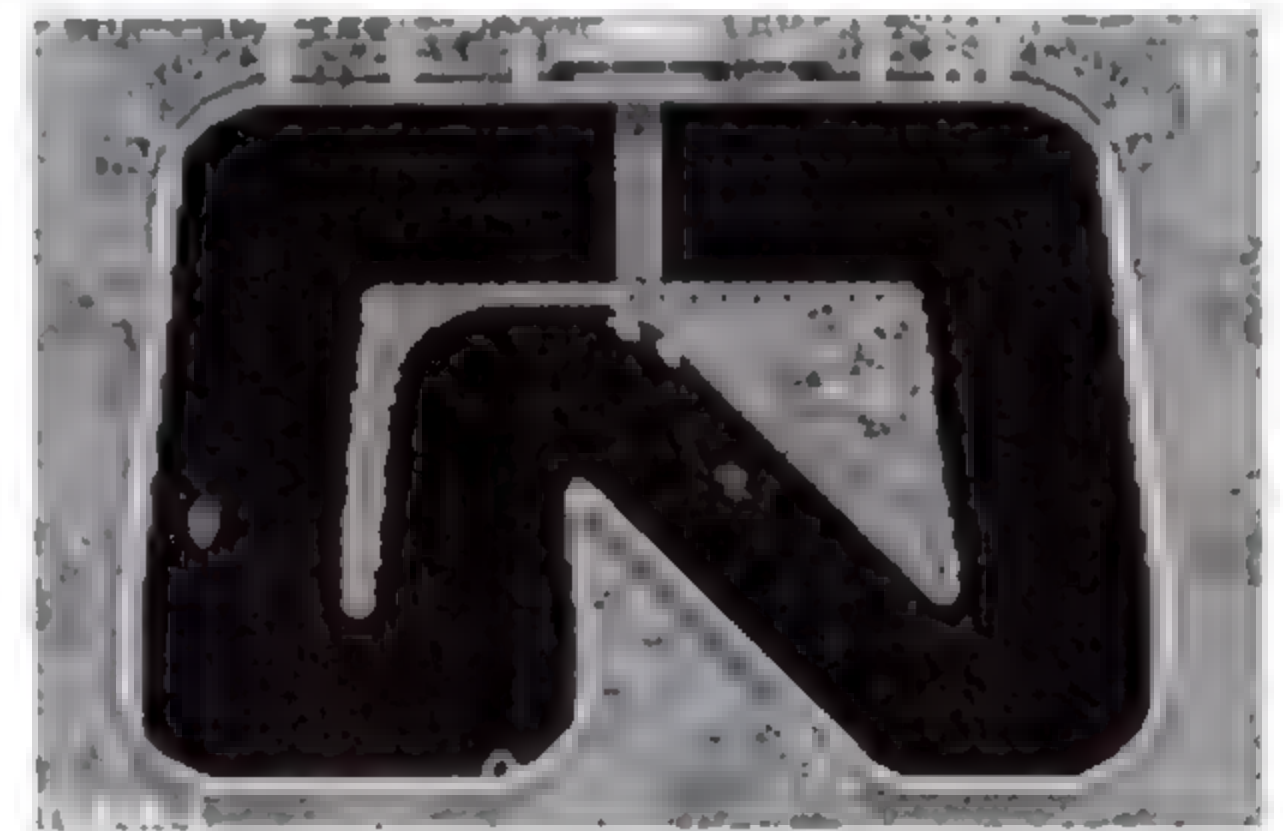
In Super Sprint™, you can collect wrenches as they drive around each course. When you collect two wrenches and then complete a race, you will be able to choose between three upgrades to your vehicle or may choose to boost their score.



The three upgrades are:

- **Super Traction** - This gives you tighter control over your car as they steer around curves.
- **Higher Top Speed** - This allows you to go faster than you could before.
- **Turbo Acceleration** - This lets you speed up to faster speeds much more quickly.
- **Increase Score** - Adds 3000 points to your score.

The object of the game is to get first place in every single race. If you fail to win a race, your game is over. You may continue three times, but then you must start your quest over. Whenever you run out of continues, your score returns to zero.



SUPER SPRINT™ : ONSCREEN INFORMATION

Information displayed onscreen is as follows:

- Score is shown in the upper left side of the screen
- Wrenches are shown just below the score
- Lap count is displayed to the right of the score

SUPER SPRINT™ : CONTROLS

GAME CONTROLS	ACTIONS
Control Pad Up	Not Available
Control Pad Down	Not Available
Control Pad Left	Steer Left
Control Pad Right	Steer Right
A Button	Accelerate
B Button	Not Available
L Button	Not Available
R Button	Not Available
START	Pause
Select	Not Available

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